import java.net.\*;

import java.io.\*;

public class MyServer {

public static void main(String[] args) throws Exception{

//Creating a port for communication

ServerSocket ss = new ServerSocket(5555);

System.out.println("Server Initiated, Waiting for Client to Connect...");

//Binding Client and Server on port 5555

Socket s = ss.accept();

System.out.println("Client Connected");

//Reading input from KeyBoard

BufferedReader br = new BufferedReader(new InputStreamReader(System.in));

//OutputStream object to write to clients

OutputStream ostream = s.getOutputStream();

//PrintWriter object to send the data to the outputstream

PrintWriter pw = new PrintWriter(ostream,true);

//InputStream objects to recieve from Client

InputStream istream = s.getInputStream();

//Reading receieved message from client

BufferedReader recieve = new BufferedReader(new InputStreamReader(istream));

//Client Message and Server Message objects

String servermessage = "";

String clientmessage = "";

while(true)

{

//Read the inputstream of the client from the socket

clientmessage = recieve.readLine();

System.out.println("Client: "+clientmessage);

//if the message is bye end the communication here

if(clientmessage.equals("bye"))

{

break;

}

//Server writing its message

System.out.print("Server: ");

servermessage = br.readLine();

//print writer object sending the message to the socket through outputstream

pw.println(servermessage);

if(servermessage.equals("bye"))

{

break;

}

}

//closing all the streams and sockets

s.close();

ss.close();

istream.close();

ostream.close();

System.out.println("Connection Terminated");

}

}